

# WYANDANCH RISING Wyandanch Form Based Code

Transforming Long Island's Poorest Neighborhood, into a Mixed-Use, Pedestrian Friendly, Transit-Oriented Town Center.











# **CURRENTLY** Long Island's **POOREST** Community...

#### **Current Conditions**



**Existing Retail** 



**Existing Train Station** 

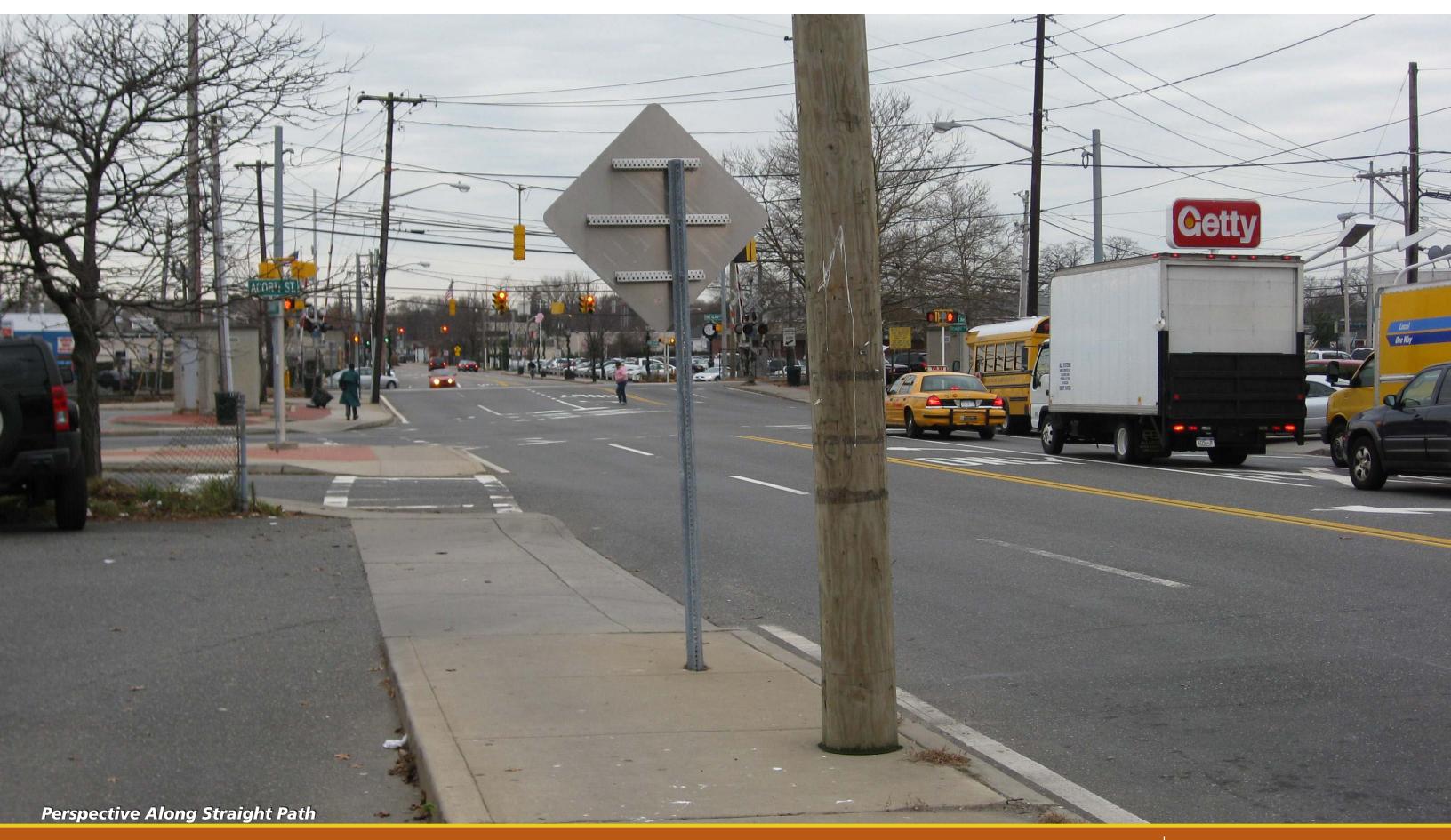


**Abandoned Lot** 



View Along Straight Path

# **CURRENT CONDITIONS** Built Using the Existing Code...



# **ENVISIONED** Built Utilizing the Form Based Code



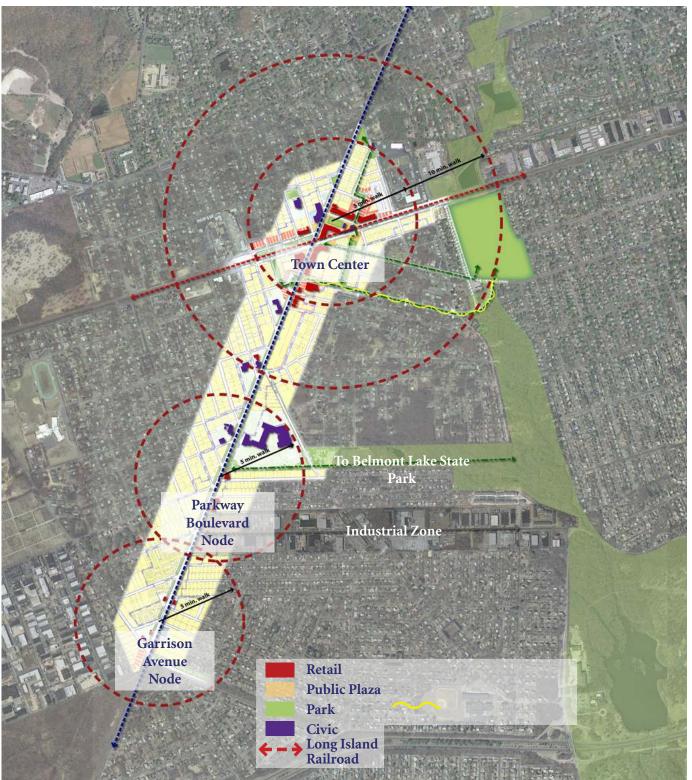
# **EXISTING TRANSIT** Center...



# TRANSIT-ORIENTED TOWN CENTER Built with the Form Based Code



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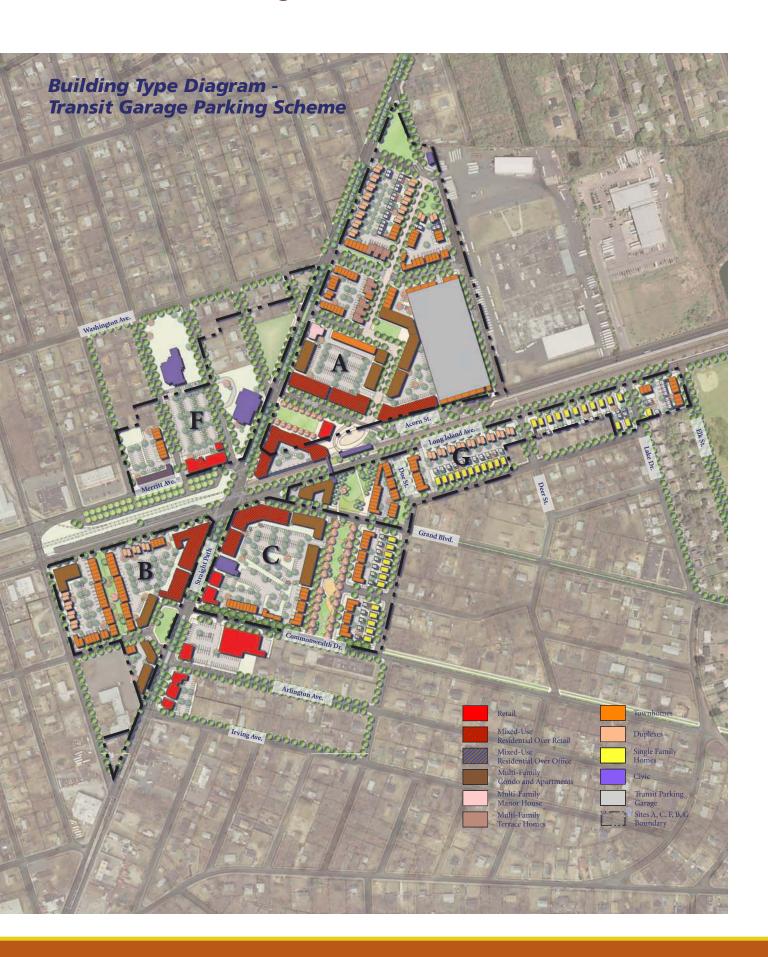
### **TOWN CENTER CHARRETTE PLAN**



- 1 Station Plaza The heart of town center, the Transit Plaza will accommodate many activities.
- 2 South Plaza and Pedestrian Bridge A new pedestrian bridge is located to create a north-south link within the town center.
- **3 South Lawn** This linear green is a recreational space for residents and a visual link between Commonwealth and the Train Station.
- **Transit Garage** A 2,000 space garage can be accommodated, but can begin as surface parking and accommodate the rail road's needs.
- **Solution**Neighborhood Green This small green provides a visual terminus from the train station and serves to shift the north-south axis.
- 6 Community Park This triangular park terminates town center's northern edge and is designed with subsurface structural support to function as parking for a nearby Church.
- **7 Straight Path** Design guidelines transform the existing suburban highway character into a walk-able street.

- **Grand Boulevard** A median is proposed along Grand Boulevard to strengthen the visual link to Geiger Park Reconfiguring the street framework allows mixed-use and multi-family buildings close to Straight Path.
- 9 Commonwealth Drive This very wide street is reconfigured to provide a more narrow roadway and a linear green that strengthens the connection to Geiger Park.
- 10 Cobble Street The cobble street links the transit station to the Neighborhood Plaza and then links to the Neighborhood Green at the north end of town center. Pavers will identify this sequence as the primary north south connection.
- Health Center The Health Center is relocated to anchor the western terminus of the Transit Plaza.
- 12 Chinese Parking Inspired by a parking lot found in China, the surface parking west of Straight Path along Acorn is reconfigured to provide a grid of trees over the parking that can be used on weekends as community space for activities such as a farmer's market.

## An Urban Design Achievable with Three Distinct Development Strategies









In order to demonstrate the design flexibility and development potential of the project area, three distinct build out scenarios have been tested against the code document.

# 1 - Preferred Alternative Program:

#### Transit Parking Garage

The most likely build-out of the plan is reflected in the adjacent diagram and table. Alternate densities using the same block framework are found on the following slide.

#### **Program**

	Civic	Retail	Office		Residential							
			Live/ Work	Live/ Work	Flex	Apart- ments	Ter- race	Manor House	Town- house	Du- plex	Single Family	Total D.U.
	(SF)	(SF)	(SF)	D.U.		D.U.	D.U.		D.U.	D.U.	D.U.	D.U.
Site F	30,000	10,826	7,308	10					8			18
Site A		60,496			106	75	24	9	78	32		324
Site B		28,940		42		84			55	14		195
Site C	5,979	32,726				134			43		12	189
Site G						28			44	18	25	115
Other	12,148	31,316										
	48,127	164,304	7,308	52	106	321	24	9	228	64	37	841

# 2 - Alternate Program:

#### Surface Parking

The basic framework of the plan allows for multiple development scenarios and phasing. The alternate program illustrates how most of the Town center could be redeveloped prior to the implementation of the Transit Garage with the remaining surface parking lots being developed when the Transit Garage is built.

#### **Building Type Diagram**



#### Program

-														
	Civic	Retail	Office	Office Residential										
			Live/ Work	Live/ Work	Flex	Apart- ments	Terrace	Manor House	Town- house	Duplex	Single Fam.	Total D.U.		
	(SF)	(SF)	(SF)	D.U.		D.U.	D.U.		D.U.	D.U.	D.U.	D.U.		
Site F	30,000	10,826	7,308	10					8			18		
Site A		60,496			106	75	24	9	78	32		324		
Site B		28,940		42		58			55	6		161		
Site C	5,979	32,726				134			43		12	189		
Site G						28			35		1	64		
Other	12,148	31,316												
	48,127	164,304	7,308	52	106	295	24	9	219	38	13	756		

# 3 - Alternate Program:

#### Shared Parking

The plan can also accommodate an increase in density through the use of shared parking while still maintaining the street, block, and open space framework.

#### **Building Type Diagram**



#### Program

	Civic Reta	Retail	Office	Residential								
			Live/ Work	Live/ Work	Flex	Apart- ments	Terrace	Manor House	Town- house	Duplex	Single Fam.	Total D.U.
	(SF)	(SF)	(SF)	D.U.		D.U.	D.U.		D.U.	D.U.	D.U.	D.U.
Site F	30,000	10,826	7,308	10					8			18
Site A		70,740			26	429	24		66	32		577
Site B		28,940		42		84			55	14		195
Site C	5,979	17,832				213			43		12	268
Site G						28			44	18	25	115
Other	12,148	31,316										
	48,127	159,654	7,308	52	26	754	24		216	64	37	1173



### REGIONAL AND LOCAL OPEN SPACE MASTER PLAN



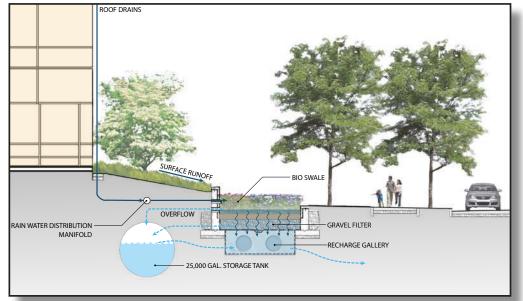
The proposed open space system of the Transit Oriented
Development is comprised of existing and proposed natural
vegetation and water, streets, parks, plazas and a central green. The
open space system responds to and augments programmatic
needs, and is designed to be flexible while encouraging a
diversity of both passive and active recreation uses.



Connection to Geiger Memorial Park and Belmont Lake State Park

## **SUSTAINABLE STRATEGIES**





Ground Water Recharge

The diagram to the left, highlights areas where specific sustainable strategies are intended. These strategies include stormwater management, irrigiation efficiency, the use of native plant material and appropriate hardscape material. Policy tools, including recylicing plans, alternative transportation methods, and bike routes, have been incorporated.



### **PUBLIC ART DIAGRAM**



#### **Art Installation Key**

- **Site-Specific:** Artwork that is typically created for a specific site. It is often permanent and purely aesthetical.
  - **Functional Objects:** Artwork that is functional and intended for utilitarian purpose (i.e. drinking fountains, informatin kiosks, planters, tree guards, tree grates, bike racks, gates, benches).
- Infrastructure-Based: Artwork that is integrated into the design of a permanent, public structure (i.e. overpasses, site walls).
- **System-Wide:** Artwork that is expressed throughout the corridor in a continuous and thematic manner. Elements can be repeated or unique provided that they are consistent with the pre-determined theme.
- **Temporary:** Artwork that is created for a temporary function or event.

## **ARCHITECTURAL VISIONING AND STREET DESIGN**





### **ARCHITECTURE STANDARDS**

General

#### **Building Design Principles**



#### **Permitted Architectural Styles**



#### **Building Detail**

Part 6: Architecture Standards

#### 213-523 Building Design Principles

A. Site Context Analysis

Site Context Analysis
Every building design shall begin with an
analysis of the context. This analysis shall
include orban design, architecture and the
landscape, at the scale of the site and the
neighborhood. The analysis shall include an
evaluation of the strengths and weaknesses of
the context. The architecture of the context
also between the context and their associated
that the studied in terms of a housing types,
existing, historic styles and their associated
tectonics, and traditional local responses to
macro- and micro-climates.

B. Urban Design Idea

Urban Design Idea
The design of a building shall start with an
urban design idea. The primary component
of the urban design idea, as articulated in the
massing of the building, is the contribution
the building makes in defining the public
realin. The urban design idea shall address
the compositional, proportional and scale
relationships between the building and the
larger context. Particular attention shall
be paid to buildings located in transitional
places in that case a significant component
of the urban design idea shall be devoted to
dealing with those transitions. A building
shall be arranged to define sures
buildings shall be arranged to define sure
stores space. Buildings located at the end of a
projected street controlline or a projected open
suspec controlline shall be designed upon ted street centerline or a projected open centerline shall be designed with a vista

C. Design Parti and Sustainability

D. Response to Transect

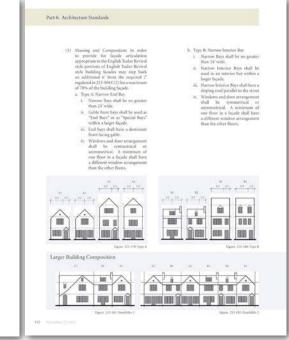
A building design shall respond to its location in the transect.

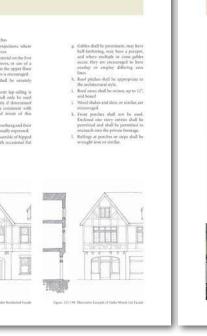
E. Building Massing

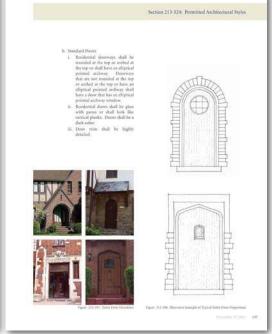
(3) Towers, where required by the Regulatin Plan, play a civic role. Their positions on this when focated at a vista termination shall intersect the centre-line axis of the view to which they respond, and may encroach into the front setback in necessary. A tower consists of a structure that protrudes one-half to one story: above the cave of the principal building, and shall be enclosed below the cave of the principle building but may be enclosed are open to the elements above the sew of the principle building.

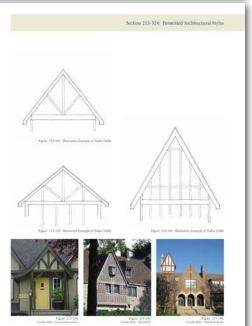
(2) A building's roof form shall be appropriate to the architectural style. The Eaves, Roofs, and Bays sections of this Code provide more detailed information in this regard.

Hierarchy of Massing: When buildings are composed of more than a single solume, they shall embody a clear hierarchy of massing. The location of the main body of the building and the location of the entry for people shall be discernible at a glance.

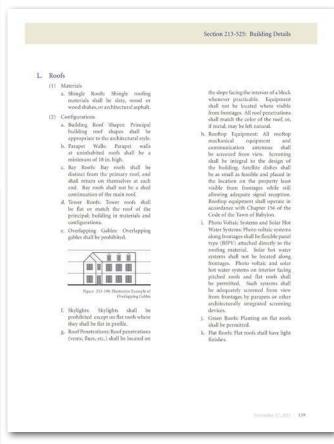








To ensure the architectural vision is carried through to the built product, detailed Architecture Standards are include by style. The Standards logically layout the design guidelines and serve as a resource to project teams.



Section 213-524: Permitted Architectural Styles

#### 213-524 Permitted Architectural Styles

- A. Styles appropriate to the regional history and culture are Georgian, Federal, Greek Revival, Italianate, Victorian, and English Tudor. Permitted styles shall be as shown in Table 213-8. All applications for the construction, renovation, or alteration of buildings shall designate which architectural style has been selected, and the building shall follow the requirements for that style as presented in this Part 6. Robb versearches and behind not have. Part 6. Both vernacular and high-styles shall
- be permitted.

  B. In transect comes 14, 14(-), and 15 Peinciple-Based design, rather than historic syles, shall be permitted. Principle-Based design shall adhere to the requirements of Sections 213–22, 213–232, and 215–525, h. B. C. D. E. F. G. H. (except for (1)a). N. O. F. Q. F. S. T. and U. Principle-Based design shall be reviewed in gratier deadliby the FEAC. The FEAC amount of the permitted of the property of the PEAC and discretion sooth as three-dimensional models. discretion) such as three-dimensional models, renderings and details at the Design Review stage in order to review the proposed design As used in this Part 6, subsections designated "history" are intended to be descriptive and

	T3	T4(-)	T4	15	SDC
Georgian / Federal	P.	P	P	P	P
Greek Revival	18	.8:	P	æ	æ
Italianate	P.)	E	æ	æ	P
Victorian	p)	P.	P	P	N
English Tudor	N	P	p	p	N
Principle-Based	N	N	p	p	p

Prattitudes Construction Fatterns (Mouzon, McGraw-Hill, 2004) except for Principle-Based designs. Technical architectural terms used in this Part 6 shall carry the meanings generally understood within the architecture profession and described in architectural manuals and textbooks in common usage, such as those listed above. Interpretation of Form-Based Code Architect.

D. When the phrase, "...shall be appropriate to the architectural style is used in this code, it shall mean that the item shall be consistent with the selected style as described in A Field

**English Tudor Revival Style Standards** 

## **CODE IMPLEMENTATION** Process

Stakeholder Meetings

**Public Charrette** 

> Area Plan

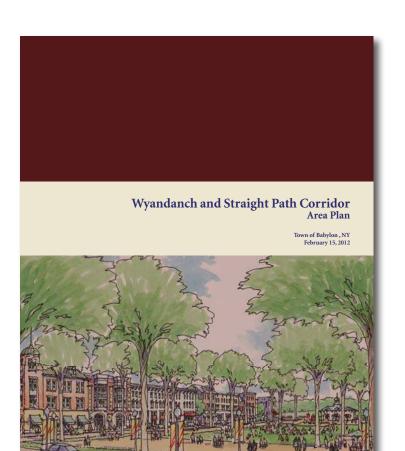
Form Based Code

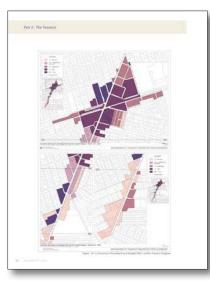
**Town Architect Selection** 

Selected Developer

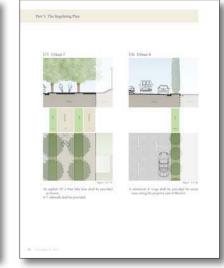


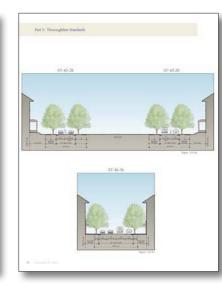


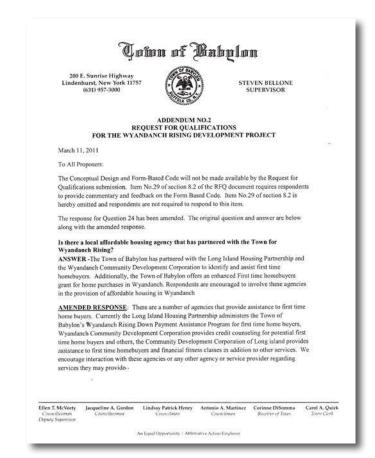












### **TOWN ARCHITECT REVIEW** Process



